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asynchronous near4 (connect\$ or communicat\$) and first process\$ and second process\$	297

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**1 Process migration****September 2000 ACM Computing Surveys (CSUR), Volume 32 Issue 3**Full text available: [pdf\(1.24 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

Keywords: distributed operating systems, distributed systems, load distribution, process migration

**2 Join processing in relational databases**

Priti Mishra, Margaret H. Eich

March 1992 ACM Computing Surveys (CSUR), Volume 24 Issue 1Full text available: [pdf\(4.42 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The join operation is one of the fundamental relational database query operations. It facilitates the retrieval of information from two different relations based on a Cartesian product of the two relations. The join is one of the most difficult operations to implement efficiently, as no predefined links between relations are required to exist (as they are with network and hierarchical systems). The join is the only relational algebra operation that allows the combining of related tuples fro ...

Keywords: database machines, distributed processing, join, parallel processing, relational algebra

**3 Paradigms for process interaction in distributed programs**

Gregory R. Andrews

March 1991 ACM Computing Surveys (CSUR), Volume 23 Issue 1Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)


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1 [Paradigms for process interaction in distributed programs](#)

Gregory R. Andrews

March 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 1Full text available: [pdf\(3.77 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Distributed computations are concurrent programs in which processes communicate by message passing. Such programs typically execute on network architectures such as networks of workstations or distributed memory parallel machines (i.e., multicomputers such as hypercubes). Several paradigms—examples or models—for process interaction in distributed computations are described. These include networks of filters, clients, and servers, heartbeat algorithms, probe/echo algorithms, broa ...

Keywords: clients and servers, distributed and parallel algorithms, distributed programming, distributed programming methods, heartbeat algorithms, networks of filters, patterns for interprocess communication, probe/echo algorithms, replicated servers, token-passing algorithms

2 [System support for pervasive applications](#)

Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall
November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

Full text available: [pdf\(1.82 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

Keywords: Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

3 [Fast detection of communication patterns in distributed executions](#)

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